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1 [Shape-based retrieval and analysis of 3D models](#)



[Thomas Funkhouser](#), [Michael Kazhdan](#)

August 2004 SIGGRAPH '04: SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available: Pdf (12.56 MB)

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 105, Downloads (12 Months): 645, Citation Count: 0

Large repositories of 3D data are rapidly becoming available in several fields, including mechanical CAD, molecular biology, and computer graphics. As the number of 3D models grows, there is an increasing need for computer algorithms to help people find ...

2 [Communications of the ACM: Volume 51 Issue 5](#)



May 2008 Communications of the ACM

Publisher: ACM

Full text available: Digital Edition , Pdf (7.28 MB)

Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 550, Downloads (12 Months): 1218, Citation Count: 0

3 [The elements of nature: interactive and realistic techniques](#)



[Oliver Deussen](#), [David S. Ebert](#), [Ron Fedkiw](#), [F. Kenton Musgrave](#), [Przemyslaw Prusinkiewicz](#), [Doug Roble](#), [Jos Stam](#), [Jerry Tessendorf](#)

August 2004 SIGGRAPH '04: SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available: Pdf (17.65 MB)

Additional Information: [full citation](#), [abstract](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 208, Downloads (12 Months): 1487, Citation Count: 1

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives ...

4 [A search engine for 3D models](#)



[Thomas Funkhouser](#), [Patrick Min](#), [Michael Kazhdan](#), [Joyce Chen](#), [Alex Halderman](#),
[David Dobkin](#), [David Jacobs](#)

January Transactions on Graphics (TOG) , Volume 22 Issue 1
2003

Publisher: ACM

Full text available: Pdf (7.91
MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#),
[index terms](#)

Bibliometrics: Downloads (6 Weeks): 31, Downloads (12 Months): 269, Citation Count: 49

As the number of 3D models available on the Web grows, there is an increasing need for a search engine to help people find them. Unfortunately, traditional text-based search techniques are not always effective for 3D data. In this article, we investigate ...

Keywords: Search engine, shape matching, shape representation, shape retrieval

5 [Gestures without libraries, toolkits or training: a \\$1 recognizer for user interface prototypes](#)



[Jacob O. Wobbrock](#), [Andrew D. Wilson](#), [Yang Li](#)

October UI ST '07: Proceedings of the 20th annual ACM symposium on User
2007 interface software and technology

Publisher: ACM

Full text available: Pdf (733.38
KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 48, Downloads (12 Months): 539, Citation Count: 0

Although mobile, tablet, large display, and tabletop computers increasingly present opportunities for using pen, finger, and wand gestures in user interfaces, implementing gesture recognition largely has been the privilege of pattern matching experts, ...

Keywords: dynamic time warping, gesture recognition, marks, rapid prototyping, recognition rates, rubine, statistical classifiers, strokes, symbols, unistrokes, user interfaces

6 [A unified framework for model-based clustering](#)

[Shi Zhong](#), [Joydeep Ghosh](#)

December The Journal of Machine Learning Research , Volume 4
2003

Publisher: MIT Press

Full text available: Pdf (851.48
KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#),
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Bibliometrics: Downloads (6 Weeks): 35, Downloads (12 Months): 178, Citation Count: 10

Model-based clustering techniques have been widely used and have shown promising results in many applications involving complex data. This paper presents a unified framework for probabilistic model-based clustering based on a bipartite graph view of ...

7 [Evolving a language in and for the real world: C++ 1991-2006](#)



[Bjarne Stroustrup](#)

June 2007 HOPL III : Proceedings of the third ACM SIGPLAN conference on History of programming languages

Publisher: ACM

Additional Information: [full citation](#),

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Full text available: [Mov](#) (60:46 MIN), [Pdf](#) (838.10 KB)

Bibliometrics: Downloads (6 Weeks): 74, Downloads (12 Months): 826, Citation Count: 0

This paper outlines the history of the C++ programming language from the early days of its ISO standardization (1991), through the 1998 ISO standard, to the later stages of the C++0x revision of that standard (2006). The emphasis is on the ideals, constraints, ...

Keywords: C++ , ISO, STL, evolution, history, language use, libraries, multi-paradigm programming, programming language, standardization

8 [Crowd and group animation](#)



[Daniel Thalmann](#), [Christophe Hery](#), [Seth Lippman](#), [Hiromi Ono](#), [Stephen Regelous](#), [Douglas Sutton](#)

August 2004 SIGGRAPH '04: SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available: [Pdf](#) (20.19 MB)

Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 81, Downloads (12 Months): 597, Citation Count: 0

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different ...

9 [Point-based computer graphics](#)



[Marc Alexa](#), [Markus Gross](#), [Mark Pauly](#), [Hanspeter Pfister](#), [Marc Stamminger](#), [Matthias Zwicker](#)

August 2004 SIGGRAPH '04: SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available: [Pdf](#) (8.94 MB)

Additional Information: [full citation](#), [abstract](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 57, Downloads (12 Months): 468, Citation Count: 3

This course introduces points as a powerful and versatile graphics primitive. Speakers present their latest concepts for the acquisition, representation, modeling, processing, and rendering of point sampled geometry along with applications and research ...

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